DISNEPS

RETURN TO THE JUNGLE

INSTRUCTION BOOKLET



ACTIVISION.

AGB-AJGE-USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, ORTO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARETRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

Starting the Game	2
Game Boy® Advance Controls	3
Tarzan Returns	4
Main Menu	4
On-Screen Display	7
Pause Menu	9
The Teachings of Terk	10
Swimming	12
Pick-Ups	13
Checkpoints	14
Levels	15
Jungle Inhabitants	25
Credits	29
Customer Support	32
Software License Agreement	33

STARTING THE GAME

- Make sure the POWER switch is OFF.
- Insert the Tarzan": Return to the Jungle Game Pak into the Game Boy®
 Advance slot as described in your Nintendo Game Boy® Advance
 instruction manual.
- Turn the POWER switch on.

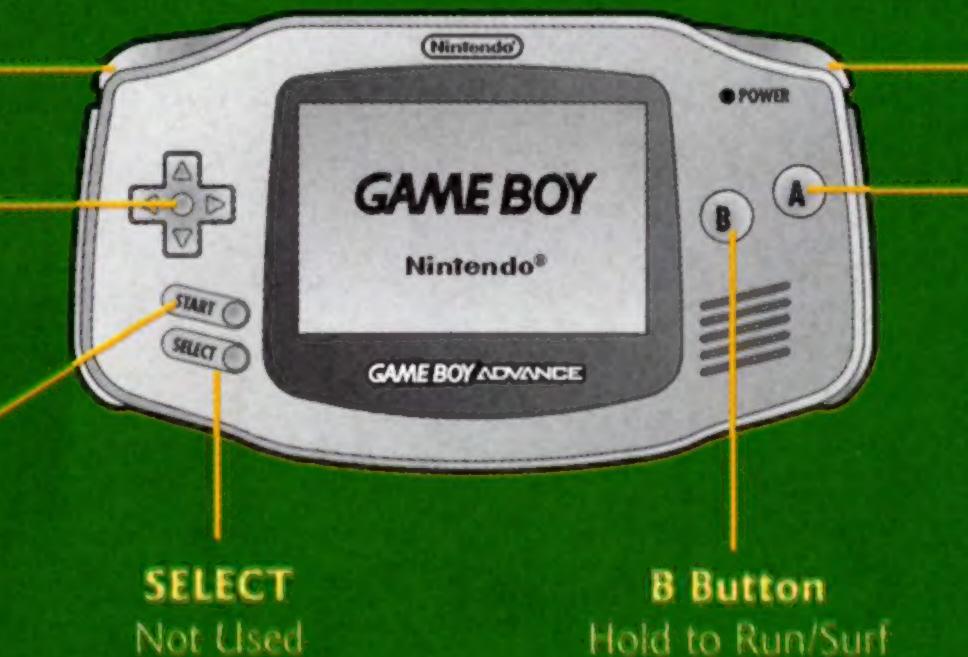
Note: The Tarzan": Return to the Jungle Game Pak is for the Game Boy® Advance system only.

GAME BOY" ADVANCE CONTROLS

L Button Tarzan Call

Control Pad Move Tarzan

START Pause/ Options Menu



R Button Attack

A Button lump

Hold to Run/Surf

TARZAN RETURNS



Jump right into adventure with the king of the jungle! Tarzan is back to take on all new challenges and fearsome enemies. Journey with Tarzan as he grows from a boy to the hero of legend. Terk will teach you the basics, but it's up to you to master all that Tarzan is capable of. Battle the evil Queen La as she attempts to use the jungle for her wicked purposes! Join Jane and Professor Porter on a wild search for the Lost City of Opar! Rescue dinosaur eggs from poachers in the Valley of the Dinosaurs! You control the action as Tarzan takes on his greatest challenges ever!

MAIN MENU

New Game – Select New Game to start a brand new game.

Load Game – Select Load Game to continue a game from your last save point.

Options – Select Options to change the sound and music settings as well as your run/attack controls. You can also view credits and high scores.

Movies - Select Movies to view any movies you have unlocked.

To select an option, use the Control Pad to highlight it and press the **A** Button. Press the **B** Button to return to the Main Menu from a selection.



New Game Menu

Select a game slot to save your game. After selecting a slot, press **Up** or **Down** on the Control Pad to change letters and use the **A** Button to accept a letter and move on. Be careful! If you choose to replace an old saved game, all data from that save slot will be lost and you will be starting a new game from the beginning.

Load Game Menu

Select the saved game you would like to continue by using the Control Pad. Press the A Button to resume your game from the start of the last level you attempted.

Options Menu

Sound – Change this option to **Off** in order to turn off all in-game sound effects.

Music – Change this option to Off in order to turn off the music.

Controls – This option allows you to change the default run button assignment.

Note: The tutorial areas will only display the default control scheme.



Credits – Select this option to see the names of everyone who contributed to the game. **High Scores** – Look here to see the high scores.

ON-SCREEN DISPLAY



Health Meter - Watch this closely if you run out of health. Tarzan will collapse and you'll have to start over from the last checkpoint you encountered.

Banana Counter - The first number keeps track of how many bananas you've collected on the current level. The second number tells you the total number of bananas on the current level. Collect bananas to earn points and extra lives!

Spear Indicator (when playing Adult Tarzan) — Keeps track of how many spears you've got in your possession. Watch this closely as some bosses can only be hit by spears.

Life Indicator - Keeps track of how many lives Tarzan has remaining. This will only appear on screen when you gain or lose a life, or after exiting the Pause Menu.



PAUSE MENU

To pause the game, press **START** while the game is in progress. To resume play press **START** again or select Continue and press the **A** Button. You can exit to the Main Menu by selecting Quit.







As Tarzan, the entire jungle is your home. Explore every nook and cranny and you may find surprises well worth the effort. Collecting bananas is very important to Tarzan, since he must provide food for Terk and his other animal friends.

Here is a partial list of the things Taizan can do

Left/Right - Move left or right swim left or right swing left or right

Up - If you are climbing on a stationary vine or climbable wall, this moves Tarzan up the vine or wall. If you are jumping to a vine or wall, pressing Up allows Tarzan to grab onto the surface to climb it. While standing still, it shifts the screen up.

Down - If you are climbing on a vine or wall, it moves Tarzan down.
While standing still it shifts the screen down.

R Button – Use Weapon As Young Tarzan, this is your boomerang attack. As Adult Tarzan, this is your spear attack. Although Young Tarzan's boomerang returns to him. Adult Tarzan's spears do not. Adult Tarzan can only carry 10 spears at a time, so watch for pick-ups throughout each level.

L Button - Tarzan Call Lise this button at special statues in the levels to call your animal friends to your aid (as Adult Tarzan). If you are not near a statue, the call is performed, but no animal will appear.

A Button - lump lumping up under certain branches will allow you to hang underneath them and jumping onto vines will allow you to grab onto them

B Button - Run/Tree Surf. Hold the B Button to make Tarzan move faster. Press the B Button while on a slanted surface to begin surfing

B Button + A Button - Hold the B Button and then tap the A Button to make an extra long power jump while running on the ground or while swinging on a vine.

B+R Buttons + Control Pad (as Adult Tarzan) - Hold the B Button and the R Button and press Left or Right on the Control Pad to use Tarzan's roll attack.

Watch out! Some enemies will not be hurt by Tarzan's roll.

SWIMMING

While swimming, you have an air meter on the lower left side of the screen. Be carefull Tarzan can i stay under water forever If the air meter reaches the bottom of the screen Tarzan will pass out underwater and you'll have to restart from the last checkpoint you passed in the level

Watch for currents while swimming if you encounter one you must hold the B Button to make Tarzan swim against it or he won't move at all!

Left/Right - Swim left or right

Up/Down - Swim up or down in the water

A Button - Jump out of the water (when near the surface) by pressing the A Button while holding Up on the Control Pad

B Button - Swim with greater speed Swim through currents.



PICK-UPS



Bananas - Grab all the bananas you can! If you pick up enough bananas, you'll earn an extra life. Bananas also count for high score bonuses.



Health - Grab a health pickup whenever you see one to fully restore Tarzan's health.



Spear Ammunition – Grab spears when you see them Adult Tarzan can carry up to 10 spears at a time.



Tiki Mask – The Tiki Mask makes it impossible for Tarzan to be injured by an attack for a short period of time. He can however still be hunt by certain traps and hazards.



Extra Life - These pickups are hidden well but if you find one they instantly grant an extra life to Tarzani

GHECKPOINTS &



Some friendly monkeys have taken it upon themselves to help Tarzan on his adventure! Lucky for you, because every time you pass one of these guys you'll restart next to him if you lose a life!

LEVELS

World I

LEVEL I—JUNGLE GYM

Young Tarzan is lost in the jungle! Fortunately. Terk is there to show him the way Practice vine swinging and tree surfing to get a feel for jungle travel. Watch out for enemies and hazards!





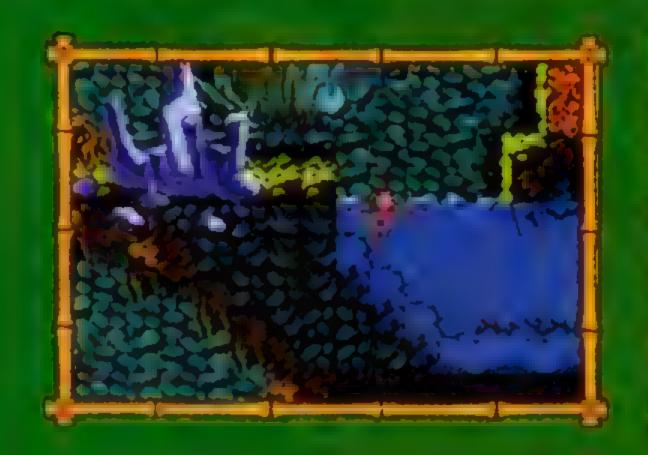
LEVEL 2-TOP OF THE JUNGLE

Terk and Tarzan really move quickly through the trees, but they can always improved Perfect your tree surfing skills and watch out for traps along the way. Use the R Button to throw your boomerang at enemies in your way. Don't worry if you throw it too hard, since the boomerang always comes back to you.

LEVEL 3—JUNGLE PURSUIT

The chase is on! Young Tarzan and Terk are being chased through the jungle by a rampaging herd of boars. Try to find the best path through the trees. Quicker is not always better when it comes to earning high scores, so be sure to collect bananas whenever you see them





LEVEL 4-SWIMMING LESSONS

So you think you've learned all of the ins and outs of jungle life, huh? Well, Terk still has a thing or two to teach you, so listen good. Swimthrough the underground caves to find your way home, but watch your air meter closely or else you may find out how hard it is to breathe underwater without gills...

LEVEL 5—RESCUE TERK

Terk is being carried away by the current in the river! Hurry through the level to reach the waterfall before Terk goes over. Be sure to watch the timer at the bottom of the screen. If you don't make it to the end of the level before time runs out. Terk will be in BIG trouble!



World 2

LEVEL I—TREE VILLAGE

Tarzan managed to survive his childhood and has now become a man, but Terk is still his mentor. Listen to Terk's instructions and you'll learn how to summon help when it's needed most. After exploring the tree village. Tarzan and Terk find some new friends wandering through the jungle.



LEVEL 2—INTO THE RUINS

Tarzan's new friends could really use his help. Who better to navigate the ancient jungle and investigate old legends than the king of the jungle? Can Tarzan lead his friends in the right direction? And what will they find when they get there? Be wary of new traps and enemies. Not everything in the jungle knows or respects the mighty Tarzan.





LEVEL 3—LOST CITY OF OPAR

the evil Queen La! Tarzan and the Professor suspects the evil Queen La! Tarzan and the Professor search for Jane everywhere, but they discover more than they bargained for Ruins of a lost city are lascinating, but watch out for Leopard Guards and the crumbling city around you.

LEVEL 4-TEMPLE OF QUEEN LA

Tarzan and the Professor have found the Temple of Queen La. The palace is full of booby traps and puzzles but there's no sign of Jane Make your way through the palace to find clues about Jane's whereabouts while avoiding Queen La's guards





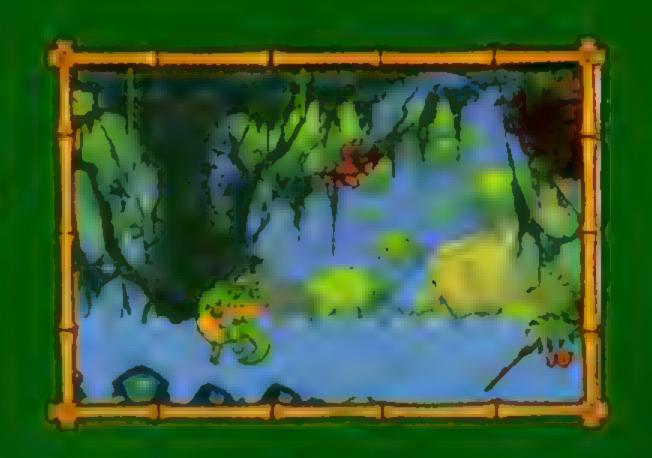
LEVEL 5—FIND JANE!

Terk was right! Queen La has imprisoned the fabled Golden Monkeys of Jabon! You must defeat Queen La to rescue Jane and the Monkeys may be able to help. Free eight Monkeys to defeat the Queen and save Jane from her evil clutches! Remember. Tarzan's yell can be a powerful too! when you least expect it...

World 3

LEVEL I—ABOVE THE TREES

Tarzan has become good friends with the Professor and Jane Their adventures have brought them together. All's well in the jungle, it seems until Jane spies suspicious activity at the water's edge...





LEVEL 2—UNWELCOME VISITORS

Soldiers have entered the jungle and they re up to no good. Tarzan must battle the soldiers to slow their progress into the forest and find out what they re after However, there are so many of them that it may be too much for Tarzan to handle.

LEVEL 3—TARZAN'S PERILOUS PATH

Some of the soldiers managed to slip past Tarzan. They made their way deep into the jungle to try and lose him in the rushing water, but they don't know who they're dealing with Tarzan will track them wherever they go.





LEVEL 4—INTO THE DEPTHS

These evil soldiers have no shame! They have used dynamite to destroy the path behind them and stop Tarzan from following. Terk knows this area better than Tarzan so she leads the way to some hidden underground caverns. If you can make it through the trigid caves, you may still be able to catch the soldiers.

LEVEL 5—SHIPWRECK

Tarzan has made his way to a giant hidden cavern that contains a massive sailing ship. Soldiers protect the ship, but Tarzan needs some answers. What are the soldiers doing in the jungle? It can be anything good. Watch out for their leader – he doesn't take kindly to curious strangers.



World 4



LEVEL -ANCIENT RAILWAY

The leader of the soldiers has a map to the legendary jungle valley of Pellucidar. The soldiers are really mercenaries, out to make a profit—no matter who or what gets hurt. Can our jungle hero protect the land he loves? You must traverse an underground railway using minecasts and your wits to find the hidden valley. Good luck! You'll need it

LEVEL 2-THE PATH TO PELLUCIDAR

Tarzan has found the entrance to the dark caverns leading to Pellucidar. He must follow the soldiers through curving mine shafts filled with dangerous traps and enemies.

Good luck, Tarzan!



LEVEL 3—PELLUCIDAR

You've finally made it to the Lost Valley of the Dinosaurs! The soldiers are out to steal the dinosaur eggs in order to sell them. The dinosaurs light back, trying to destroy any trespassing humans in their midst. This makes Tarzan's job much more difficult, since he strying to help them!



LEVEL 4—SAVE THE EGGS

Tarzan found the main nesting area. Have the soldiers found it as well? You must gather the eggs to keep them away from the soldiers but watch out for the mercenanes and angry dinosaurs. Once you've collected the eggs make sure you get out alive! If not, the dinosaurs are doomed, and so are you.



JUNGLE INHABITANTS



Baboon - These stubborn creatures never seem to give up the chase.



Beehive Stay away from the hive or they It stay with you



Blowfish - These fish are hamiless—until they get mad! The blowfish is poisonous when it decides to blow up. Stay out of its way to avoid serious pain.



Boar - These bull-headed creatures simply won't give up. A tusk in the rump hurts, so knock them down before they can bump into you!



Bounty Hunter - Don't get in his range or he'll whip you good. His him from a distance or find a way around him if you can.



Burly Pirate - He's big and strong and throws barrels fumb and tun to get out of his way, or at least out of the barrels way.



Crocodile - He's got a mouthful of massive teeth, but that's not all! His tail packs a wallop, too!



Dinosaur Hunter They can't hit a moving target so don't give these guys a chance to get a bead on you by standing still



Man Eating Plant – It can't chase you but it really wants to catch you! Stay away from these crazy shrubs and try not to feed them too many of your spears in the process.



Panther – This big cat is fast and flexible. Those big teeth and shiny claws are sharp, so stay away from them unless you want to provide a tasty meal for Mr. Kitty.



Piranha - Groups of these nasty toothed fish prowl the waters of the jungle. Once they find you, they il swarm until you leave



Pirate Ahoy Matey I ve got a sword and I m not afraid to use it. Don't get in my way or I may begin to lose it!



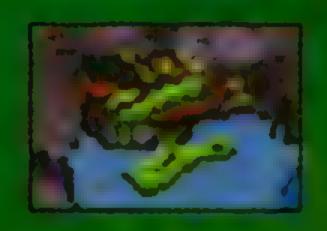
Porcupine These spiky little critters aren't mean by nature but if you accidentally step on one they certainly don't seem friendly.



Raptor Aren't these things extinct? You'll wish they were once you see one headed your way!



Scorpion - Jump to avoid the stinging tails of these creatures.



Snake - It's a jungle out there—with giant snakes that want to eat you whole! Be careful which lines you choose to swing from Some of them may not like all that weight on their tail.



Triceratops Three horns on the head and one unpleasant temper! Watch out for his charge attack, or you'll be thrown for a loop!



Turtle - They look like they re napping, but you don't want to wake them. If you do watch out for that wildly snapping jaw!

GREDITS

Digital Eclipse Software, Inc.

Lead Programmer Cathryn Mataga

Lead Artist
Daniel Schallock

Artists

Ronnie fike

Vaughan Ross

Eric Calande

C.J. Guzman

Granted Q Savage

Peter Overstreet

Christopher Gray

Gordon Dean

Ariel Labra

Tom Lisowski

Kevin James

Associate Producer

Bill Schmidt

Art Director

Boyd Burggrabe

Sound Design and Production

Robert Baffy

tevel Design

Steven Kovensky

Mike Bilodeau

Lars Bakken

Joe Cain

Assistant Programmer

Charles Mullins

Senior Producer

William Baffy

Creative Director

Mike Mika

Production Manager

Chris Charla

Segulation Floor obtains

Andrew Ayre

Jeff Vavasour

Consulation of the second

Alice Schmidt

Ladder 4 Engine 54

The Pride of Midtown

Elizabeth Waller

Sherri Bilodeau

Lourdes and Nicolas Schallock

Marcelo Serrano

Moises Campos

til Zig

Christina Roth

Ward Kimball

Veronica Fike

Ashley Rehm

Dana Lipkin

Jeremy "two sheds" Mika

Kristy Jennings

Activision Development Team

Associate Producers

Blanne Christine Jay Gordon

Producer Briam Clarke

Executive Producer
Chus Archer

Night Fegulapalle

Larry Ciclibring

Activision QA/CS

Phopeot-Lead Black Hallzon

Serior Project brait Ben DeGuzinan

Niche Charles

Hoor bendi

Prince V Co. J. S.

Matt Johnson III

Test Team

Evain Wangate Richard Cormley Jubin Ajdari Sean Ramer

Customer Support

Báb NicPherson

Robeljun Gary Bolduc Niske Bill

Marketing & PR

The state of the s

Jennifer Daniels

Brand Manager

Incia Bertero

Kathy Vrabeck

Public Relations

Mackean Marshall

Activision Legal

George Rose Nuchael Band

Creative Services

VP. Creative Services

Denise Walsh

Jahr Barry

The second second

Shelby Yates

Manual Design Igunted Nhuds, LIC

Activision Special Thanks

Jun Summers
Juson Wong
Juson Wandaw
Mandure Theuzullor
Mandena Restord
Jeremy Gage

Edi Clune

Som Gibson

Matt McChine

India Gunawan

Marco Scaraghni

tendil thin pursy

Willie Balkon

Chad Smidlacill

consider Vitaelly

Tyler Rivers

Mich Pavazza

Manhew Johnson, Jr.

Joanne Johnson

Chamdra Hanley

Marganta Umil

Allex Colleman

Rachel Boyd

hanne Maguire

Haley falzon

Jessica H. Chinsbyne

Shawa Capitaliano

Stacy Sooter

Peter "Speedy" Murayez

Build "Photopic" Pass

Jue "Huggles" Shackelliant

Alphanse: Masse IV

Jeremy Grapmer

Chas langles

Disney Interactive

Associate Producer

Patrick baikun

Senior Producer

Scott Cutlibertson

Antist

Many Ann Raimme?

Associate Marketing Municiper

Michial Bradford

Director, Marketing

Bob Bienniko

Victeo Compression

4X Technologies

Vulca Editing

Forward Never Straight

Reductions.

Special Phanks

Dan Winters

Keith Hargrove

Luigi Rhore

Reter Wyse

Represonations

Bryan Manuer

Susum-Ryan

Scott Seillert

Clay Renthne

Tammed Wester

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/Email: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions. If you cannot find an answer to your issue you can email us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/E-mail support is handled in English only

Phone: (310) 255-2050

You can call our 74-hour voice mail system for answers to our most frequently asked questions at the above number Contact a Eustomer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time). Monday through friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the limited Warranty contained within our Software License Agreement for warranty replacements.

Software License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW, "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT. THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION"). LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- · Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- · Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect.

Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt: (2) your name and return address typed or clearly printed; (3) a brief note describing the detect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period; but within one year after the date of purchase, please include check or money order for \$15 t.l.5, currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to. Warrinty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

EIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM. INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL COMPLITER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW. DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCLED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERPMENT RESTRICTED RESERVED representation and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Lise, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252-27-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted hights clauses at IAR 52-227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 99405.

INJURICATION Recause Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

If IDEA(FI) FY You agree to indemnify, defend and hold Activision, its partners, altitiates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses ansing directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MIDCELLANICOUS, This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by lederal law and you consent to the exclusive joursdiction of the state and federal counts in Los Angeles, California, it you have any questions concerning this license, you may contact Activision at 3100 Ocean Park hoolevard, Santa Monica, California 90405, (310) 255-2000. Aim, Business and Legal Affairs, legal/pactivision com.

Activision, Inc., P.O. Box 67713, Los Angeles, CA 90067

© 2002 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All rights reserved. Tarzan™ owned by Edgar Rice Burroughs, Inc. and used by permission. Game code © 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. Developed by Digital Eclipse. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

80389.260.US